CLAIM SET AS AMENDED

1. (Currently Amended) A method for creating a logical network by inserting a plurality of objects into a working area on a computer display, comprising the steps of:

displaying an existing network in said working area;

identifying at least one subarea of the working area where an object is validly insertable into said network;

identifying ~~what~~ at least one type of object that can be validly inserted into the network in said subarea;

visually indicating said at least one subarea;

visually indicating said at least one object type in association with each indicated subarea;

receiving input from the user selecting one of said at least one object type indicated in association with one of said at least one subarea; and

displaying an extended network where an additional object of the selected type ~~that is indicated in association with the selected subarea~~ is inserted into the selected subarea, and

said steps being performed by a computer application software for creating a logical network.

2. (Previously Presented) The method according to claim 1, wherein the step of identifying at least one subarea of the working area where an object is insertable into said network comprises the step of graphically outlining said at least one subarea.

3. (Previously Presented) The method according to claim 1 or 2, wherein the identification of said at least one subarea is activatable and deactivatable by the user.

4. (Previously Presented) The method according to claim 1, wherein input from the user is received using a pointing device.

5. (Previously Presented) The method according to claim 4, wherein the pointing device is in electronic contact with the computer application and controls a cursor on the display.

6. (Previously Presented) The method according to claim 4 or 5, wherein the step of identifying at least one subarea of the working area where an object is insertable into said network comprises the step of graphically outlining said subarea when the cursor is moved into said subarea.

7. (Previously Presented) The method according to claim 4, wherein the step of indicating an object type in association with each subarea comprises the step of displaying a symbol representing said object type in connection to said subarea.

8. (Previously Presented) The method according to claim 5, wherein the step of indicating an object type in association with each subarea comprises the step of changing the appearance of the cursor.

9. (Previously Presented) The method according to claim 1, wherein the object types represent various physical items that are inserted into the working area to create said network.

10. (Previously Presented) The method according to claim 9, wherein the network represents a system for automation.

11. (Previously Presented) A computer-readable medium, on which is stored instructions for one or several general purpose computers, comprising means for enabling said one or said several computers to perform the steps of the method according to claim 1.

12. (Currently Amended) An apparatus for creating a logical network by inserting a plurality of objects into a working area on a computer display, comprising:

means for displaying an existing network in said working area;

means for identifying at least one subarea of the working area where an object is validly insertable into said network;

means for identifying ~~what~~ at least one type of object that can be validly inserted into the network in said subarea;

means for visually indicating said at least one subarea on the computer display;

means for visually indicating said at least one object type in association with each indicated subarea on the computer display;

means for receiving input from the user selecting one of said at least one object type indicated in association with one of said at least one subarea; and

means for displaying an extended network where an additional object of the selected type ~~that is indicated in association with the selected subarea~~ is inserted into the selected subarea,

wherein a computer application software is used to create the logical network.

13. (Previously Presented) The apparatus according to claim 12, wherein the means for identifying at least one subarea of the working area where an object is insertable into said network comprises means for graphically outlining said at least one subarea.

14. (Previously Presented) The apparatus according to claim 12 or 13, wherein the identification of said at least one subarea is activatable and deactivatable by the user.

15. (Previously Presented) The apparatus according to claim 12, wherein input from the user is received using a pointing device.

16. (Previously Presented) The apparatus according to claim 15, wherein the pointing device is in electronic contact with the computer application and controls a cursor on the display.

17. (Previously Presented) The apparatus according to claim 15 or 16, wherein the means for identifying at least one subarea of the working area where an object is insertable into said network comprises means for graphically outlining said subarea when the cursor is moved into said subarea.

18. (Previously Presented) The apparatus according to claim 15, wherein the means for indicating an object type in association with each subarea comprises means for displaying a symbol representing said object type in connection to said subarea.

19. (Previously Presented) The apparatus according to claim 16, wherein the means for indicating an object type in association with each subarea comprises means for changing the appearance of the cursor.

20. (Previously Presented) The apparatus according to claim 12, wherein the object types represent various physical items that are inserted into the working area to create said network.

21. (Previously Presented) The apparatus according to claim 20, wherein the network represents a system for automation.